Look and Find
Disney · PIXAR
BRAVE

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Published by Phoenix International Publications, Inc.
7390 North Lincoln Avenue , Lincolnwood, Illinois 60712
Lower Ground Floor, 59 Gloucester Place, London W1U 8JJ

www.pikidsmedia.com

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Merida is fed up with all her lessons! She leaves the castle behind and finds freedom in the forest with her horse, Angus. Search for these falcons, whose mothers never tell them what to do!

When three neighboring clans come to visit, they play traditional Highland games. Search for the three lords who are the heads of the clans. Then find their three sons, who will compete for Merida's hand in marriage.

Young MacGuffin

Wee Dingwall

Lord Dingwall

Young Macintosh

Lord Macintosh

Lord MacGuffin

Some will o' the wisps lead Merida to the Witch's cottage. There, Merida asks for a spell to make her mother change. Search the cottage for these things the Witch will need:

mortar & pestle

this secret ingredient

tongs

welding mask

measuring spoon

dried herbs

When the Witch's cake turns Queen Elinor into a bear, Merida does her best to help her mum. That includes teaching her mum to catch fish! Search through the salmon to find these fish:

Inside Mor'du's lair, Merida realizes that the bear was once a rebellious prince who asked the Witch for the strength of ten men. Search the castle ruins for these ancient carvings:

Back at the castle, mayhem has broken out in the Great Hall! King Fergus can't believe his eyes when Merida interrupts the fighting. While Merida's mum stays out of sight, scan the crowd for these speechless clansmen:

Merida risks her life to protect
her mum from the clansmen.
Her love for her mum will heal
the torn tapestry and turn
the queen back into a human.
Try to find these weapons
that are used for the bear hunt:

Merida and her mum will work together to create a new tapestry. And now Merida will have the chance to create her own future. Look around the Tapestry Room to find these figures from the past:

maiden

deerhound

falcon

this horse

this horse

deer

knight

Return to Merida's archery practice to find these targets that she has made for herself:

Run back to the Highland Games to find these athletes and performers:

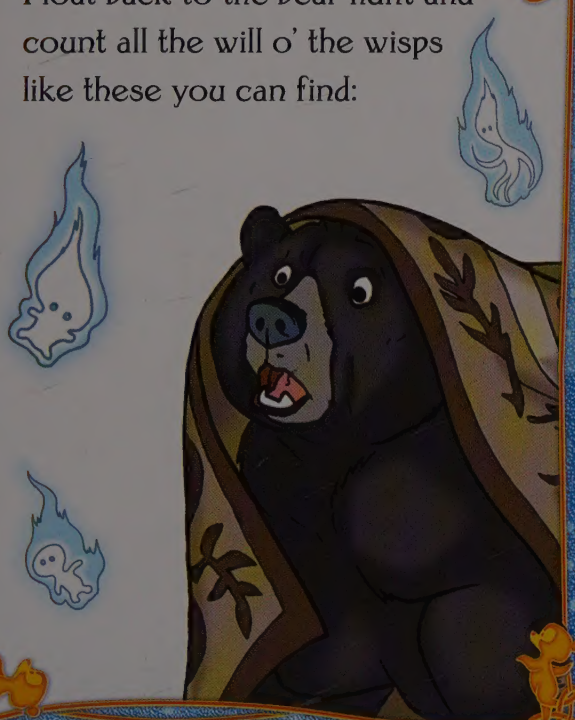
Fly back to the Witch's cottage to track down these things:

Return to the river to find these signs of wildlife:

Sneak back to Mor'du's lair to find these things from long ago, when Mor'du was still a prince:

Go back to the Great Hall to find these things that have been turned into weapons:

Float back to the bear hunt and count all the will o' the wisps like these you can find:



Return to the Tapestry Room to find these sewing supplies:

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Travel to the rugged Highlands of Scotland to meet Merida, a fearless princess. When her wish goes wrong, she'll need all her skill and courage to set things right. Along the way, use your Look and Find skills to complete the activities in all eight exciting scenes. Then turn to the back of the book to discover even more challenges.

KJ-876-077

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04/16/2016 Guangdong
3005871 LD3
Manufactured in China.
ISBN: 978-1-4508-8552-2
9 781450 885522